



IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

EP 1: Mar 3/3/02
Amclt
#10/c

Group Art Unit: 3713
Examiner: Y. Cherubin

8/20/02
B Ross

In Re PATENT APPLICATION of

Applicant : Michinori HIROTA)
Appln. No. : 09/643,685)
Filed : August 24, 2000)
For : GAME MACHINE)
Att'y Dkt. No. : 36595-165847)
Customer No. : 26694 XXXXXXXX)

AMENDMENT

RECEIVED
AUG 20 2002

TECHNOLOGY CENTER R3700

Assistant Commissioner for Patents
Washington, D.C. 20231

Sir:

In response to the Office Action of March 13, 2002, please amend the above-identified patent application as follows:

IN THE CLAIMS:

Amend the claims to read as follows:

Sub E1> 3. (Twice Amended) A game machine, comprising: shift and display means for shifting and displaying various kinds of symbol marks, said shift and display means is partly constituted by a plurality of observation windows, and having prize winning lines formed thereon; and shift and display stop means allowing the game player to selectively stop and display said symbol marks shifted and displayed by said shift and display means,